
Title: STONE OF CASTAMBRE

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Legendary rock? Perhaps.
Powerful relic? Definitely.
The Stone Of Castambre
-- named for the mage
who is rumored to have
enchanted and placed it
-- is said to be located
on the Isle of Fire, also
the location of the
Shrines of the Three
Principles. Of course,
since knowledge of the
Isle has long since
disappeared, knowledge of
the infamous Stone is
equally mysterious.
However, through research
and study of Castambre's
diary I have brought to
light a few clues to the
Stone's whereabouts.

The major purpose of the
Stone's power is to
animate inanimate objects:
statues, golems, tools,
etc. In addition, shouldst
the desired object be one
already imbued with the
power of conversation,
the Stone will enhance
such powers, giving the
object, or rather,
creature, independent
thought. Historians claim
that it is with this stone
that Castambre concocted
creatures of such deep
personalities that, from
behind a curtain, it was
impossible to
differentiated between a
person and one of his
creations.

But how do I capture
this ability, I hear thee
ask. First, assuming thou

hast already discovered
the Isle of Fire (no mean
feat, I assure thee), thou
must then search for the
"pentacle of rocks" --
five boulders arranged as
though they were vertices
in a pentagram. In the
center thou shouldst
notice a sixth rock, from
which grows a large,
healthy tree -- the Tree
of Life. This sixth rock
is Castambre's Stone.

However, finding the
Stone is only half the
battle, for now thou
must perform magicks
beyonds the abilities of
normal men. With a ...
thou must.... Once
the "heart" has been
placed within the "chest"
of the creature, the
ritual may begin. First,
using perhaps the same
pick, thou must strike
the Tree hard enough to
draw blood. Blood from a
Tree, questions thee?
Aye, I say, for this Tree
is one of life and energy
-- collected from the
nutrients of the Stone,
and bleed it does.

Some say thou wilt be
able to hear the shrieks
of pain from Castambre's
Stone, but that rumor is
waning. Thou wilt need
enough of the Tree's life
force to fill a bucket.
After the blood has been
properly contained, it
must be spilled in five
spots about the body of
the stone creature as if
the creature were
Castambre's Stone and
the puddles of blood the
five rocks of the
pentacle. In fact, it is
necessary to set down
five such small rocks to
mark the location upon
which the blood must be

spilled.

Then must thou cast Vas
Flam Uus (see detachable
page at end of volume),
setting fire to each of
the puddles of blood.
Following that must be
chanted the sacred words
gleaned from Castambre's
journals (also on
detachable page). Now
that the creature is
enchanted, of course, it
will become necessary to
instruct it, much as one
educates a child. However,
a stone golem will learn
much more quickly...